

FIG. IA (PRIOR ART)

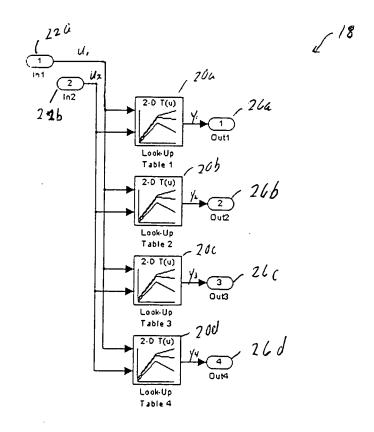


FIG. 1B (PRIOR ART)

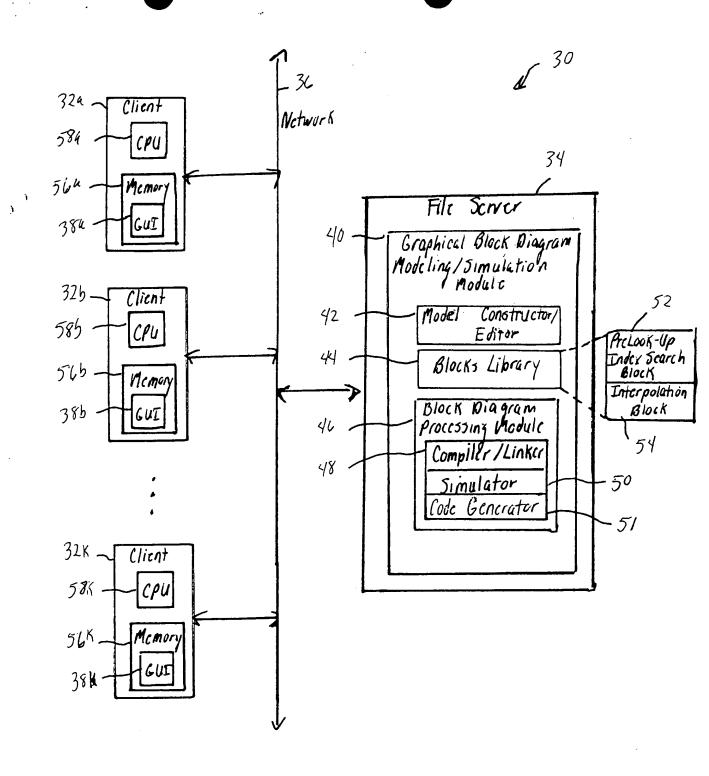
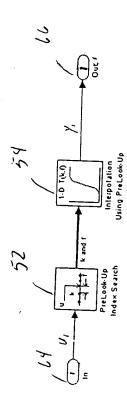
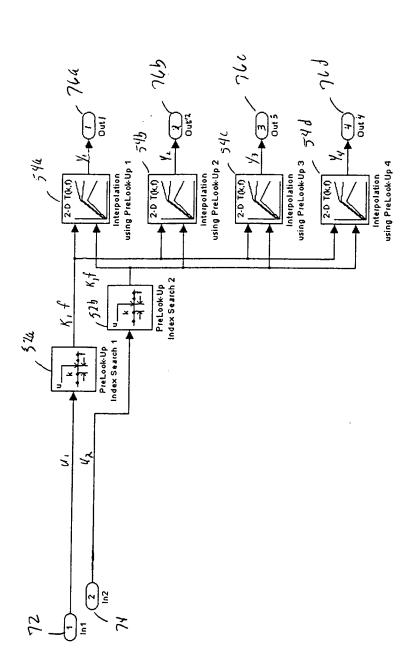


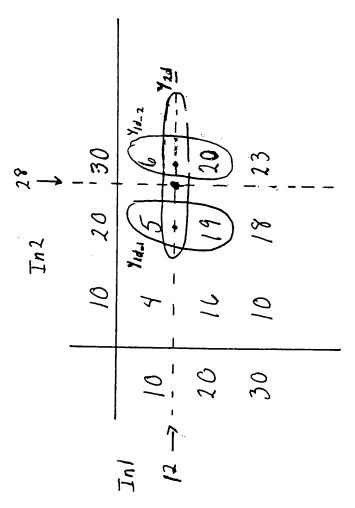
FIG. 2



F16.3A



F16.38



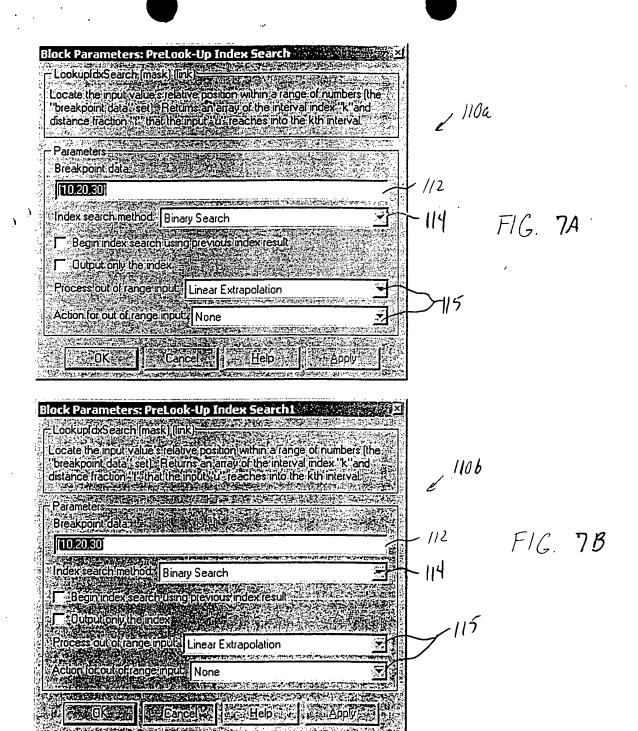
F16. 4

FIG. 5

TODEST. LEGODE

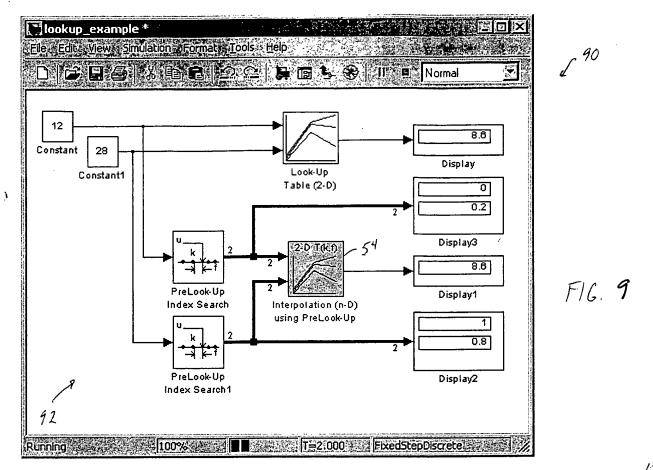
Rerforms 2-D linear interpolation of input values using the specified input/output table. Extrapolation is performed outside the table boundaries. The first dimension corresponds to the top (or left) input por Parameters. Row [10,20,30] [10,20,30]	Block Parameters: Look-Up Table (2-D)	,
Row	Reforms 2.D imear interpolation of input values using the specified input/output table. Extrapolation is performed outside the table.	
[10.20.30] Column: [10.20.30] Table:	Parameters no.	
Column: 104 [10,20,30] Table:		102
[10,20,30]	[10.20.30]	102
lable:	Column	,
是一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个	[10,20,30]	104
The state of the s	Table:	
[4 5 6;16 19 20;10 18 23]	[4 5 6;16 19 20;10 18 23]	106
Cancel 1 Help Apply 4	OK Cancel Help Apply	

FIG. 6



Block Parameters: Interpolation (n-D) using PreLook-Up	
LookupNDinterpidx;(mask);(link)	
Performin dimensional (n-D) interpolated table lookup using precalculated indices and distance fractions. An in-D, Table is a sampled representation.	1
of a function in N variables. This block is fed with the output of a PreLook Up Index Search block. The first dimension corresponds to the	
top (or left) input port	•
Parameters.	
Vumber of Lable dimersions 2	118
Table data	ノ ル 。
[4 5 6;16 19 20;10 18 23]	
Interpolation method: Linear	
Extrapolation method: Linear	
Action for out of range input: None	
Gancel Sold Helps Apply	
	,

FIG. 8



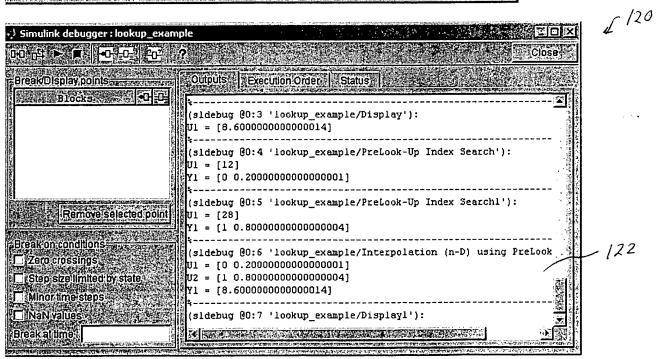


FIG. 10